

Abstract

A task based polymorphic graphical program node system and method. A node is displayed in a graphical program. First user input is received invoking display of a plurality of function type options for the node, and the function type options for the node displayed. Second user input is received specifying a function type from the function type options. Based on the second user input, program instructions executable to provide functionality in accordance with the specified function type are determined and associated with the node, after which the node is executable in the graphical program to provide the functionality in accordance with the specified function type. Associating the program instructions with the node may include configuring the (possibly generic) node with the program instructions, replacing default program instructions of the node implementing default node functionality with the program instructions, and/or replacing the node with another node that includes the program instructions.